

6 updated at a rate dependent on the network connections speeds and loads and client computing
7 speeds and loads, and wherein the conference server is capable of transmitting said shared
8 portion of said display to two or more clients in parallel

1 2. (Twice Amended) A conferencing system comprising:
2 at least one client;
3 a conference server;
4 network connections between the conference server and the at least one client,
5 wherein the at least one client maintains a version of a shared portion of a data set which is
6 updated at a rate dependent on the network connections speeds and loads and client computing
7 speeds and loads, and wherein the conference server is capable of transmitting said shared
8 portion of said data set to two or more clients in parallel.

1 3-23. A conferencing system according to claim 2, further comprising:
2 a presenter;
3 wherein the network connections connect the presenter to the conference server;
4 wherein the presenter provides the most current version of the shared portion of
5 the data set;
6 wherein the version of the shared portion of the data set maintained by each
7 client is periodically updated with data updates; and
8 wherein the data updates are created from the most current version of the shared
9 portion of the data set provided by the presenter.

1 24. A conferencing system according to claim 23, wherein the data updates
2 are delivered to each client at a rate dependent on the network connections speeds and loads
3 and client computing speeds and loads.

1 25. A conferencing system according to claim 23, wherein each of the data
2 updates is made up of at least one data block.

1 26. A conferencing system according to claim 25, wherein the at least one
2 data block is capable of being represented as a checksum, a delta block or a base block.

37 27. A conferencing system according to claim 23, further comprising:
a transcoder for transforming the data updates between a first format and a
second format.

8 28/ A conferencing system according to claim 27, wherein the first format is a device-independent format and the second format is a device-dependent format.

29. A conferencing system according to claim 27, wherein the transcoder is capable of being located on the at least one client, the conference server and the presenter; and wherein the transcoder is actuatable depending on the network connections speeds and loads, client computing speeds and loads, conference server computing speeds and loads and presenter computing speeds and loads.

30. A conferencing system according to claim 23, further comprising:
a compression mechanism for compressing the data updates;
wherein the compression mechanism is capable of being located on the
conference server or the presenter or both; and
wherein the compression mechanism is actuatable depending on the network
connections speeds and loads, client computing speeds and loads, conference server computing
speeds and loads and presenter computing speeds and loads.

31. A conferencing system according to claim 30, further comprising:
a decompression mechanism for decompressing compressed data updates.

32. A conferencing system according to claim 23, wherein the conference server is capable of delivering the data updates in an output data type selected from base uncompressed data, based compressed data, differenced uncompressed data and differenced compressed data, and wherein the output data type is selected based on the network connections speeds and loads, conference server computing speeds and loads, and client computing speeds and loads.

33. A conferencing client-server system according to claim 17, wherein the flow of conference data to each node is delivered in an output data type selected from base

3 uncompressed data, base compressed data, differenced uncompressed data and differenced
4 compressed data; and wherein the output data type is selected based on the computing
5 resources available at the node and the bandwidth and resources available on the network
6 portion connecting the node.

1 34. A conferencing client-server system according to claim 17, further
2 comprising:

3 a transcoder for transforming the flow of conference data between a first format
4 and a second format, the transcoder being actuatable for each node to accommodate the
5 computing resources available at the node and the bandwidth and resources available on the
6 network portion connecting the node.

1 35. A conferencing client-server system according to claim 34, wherein the
2 first format is a device-independent format and the second format is a device-dependent
3 format.

1 36. A conferencing client-server system according to claim 17, further
2 comprising:

3 a compression mechanism for compressing the flow of conference data to each
4 of the plurality of nodes, the compression mechanism being actuatable based on the computing
5 resources available at the node and the bandwidth and resources available on the network
6 portion connecting the node.

1 37. A conferencing client-server system according to claim 36, further
2 comprising:

3 a decompression mechanism for decompressing compressed flow of conference
4 data received at each of the plurality of nodes.--